RECIPAL

MED-FI PROTOTYPE README

Medium-Fi Prototype:
https://tinyurl.com/recipal-med-fi

About Recipal:
Recipal is a personalizable recipe mobile app. Users input their dietary restrictions and nutritional preferences, and a companion character provides step-by-step instructions and ensures recipes stay within the users' established bounds.

Tagline:
Helping you cook recipes *your* way.

Team Members:
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How to Use:
Our team used Figma to construct and present our medium-fidelity prototype. Figma allowed us to collaboratively create screen and interaction mockups and is widely used by the design community.

To interact with the medium-fidelity prototype:
1. Access the link above labeled *Medium-Fi Prototype*.
2. You should now be on the Figma. Click on the *Present* icon ▷ at the top-right.
3. You should now see a mobile phone. Use the app as you would any other mobile app (i.e. tap buttons to navigate, swipe to scroll on long pages etc.).

To see the prototype's full functionality, you can:
1. **Follow a recipe**. To do so, tap on the "Let's Cook" button on the Home page. Select a recipe and navigate through it with the left and right arrows for each step.
2. **Set up your diet.** To do so, tap on the "Me" button on the Home page. From here, you can navigate to pages to set your dietary restrictions and set bounds for your nutritional preferences.

3. **Make modifications to a recipe.** To do so, select a recipe. Then, tap on the Pencil icon on the Ingredients page or on a step-by-step Instruction page.

Limitations and Other Details:
These components do not exist or function yet but will in the final app.

1. **Text input fields do not take input.** There are several pages where there is a search or text input bar. These spaces do not currently take any input from the user. In the final app, the user will be able to type into these fields.
2. **Text to audio button not functional.** On each of step-by-step Instructions pages, there is an audio output button   . This button will eventually be able to read the text in the bubble out loud.
3. **Only 1 recipe category is available** (Italian). When selecting a recipe, the user will be able to browse through and choose from a plethora of categories. However, since the page for each category will follow the same structure, only one currently is functional.
4. **Only 1 recipe is shown end-to-end** (fettuccine alfredo). Ultimately, all recipes follow the same structure, so we only show one recipe from start to finish. There are other recipes on the UI. However they are not clickable!
5. **Only showed 3 steps of the recipe.** We are focusing on the core modifications interaction, so we decided to only show 3 steps out of the recipe.
6. **Not all modifications can be made yet.** We only allow the user to modify the milk type and salt amount of a step. Combining different modifications would require a lot of different wireframes, one for each permutation, so it was not feasible.
7. **Not all modifications are saved.** When making modifications, these modifications should stay saved when navigating off that page. However, this does not work for all ingredients yet.

Wizard of Oz:
These components do not technically function yet but are simulated in this prototype version.

1. **Recipes are not curated to match personal diet.** After a user inputs their dietary restrictions, the recipes displayed on the Reciple Select pages should be curated to match these restriction categories (e.x. vegetarian, etc.).
2. **Modifications are not restricted based on personal diet.** We simply reject when the user inputs too much salt. This was a necessary choice, since intelligent rejection would require managing the state of the wireframe. In the final app, modifications restrictions will be based on the user's preferences. (i.e. if a

user sets a hard upper limit on their sodium intake, the app will warn users that they reach this limit when modifying a recipe.).

Hard-Coded Items:
These components will be more interactive or dynamic in the final app.

1. **Greeting message.** In the final app, the greeting message will change to reflect the time of day, day of the week, or day of the year. Right now, it is hard-coded to say "Good morning".
2. **Fun fact.** The food-related fun facts will change daily.
3. **Ingredient Search.** Ingredient search does not allow user input, since this would require a whole database of ingredients, which wireframing doesn't support!
4. **Meal, Recipe, and Hour counts.** The counters on the Me page do not function yet. These will function in the final app. The app will passively track and update this information.
5. **Recipe history.** Our recipe history does not work yet, since it would require a data store, which wireframing doesn't support.